

Autumn 1 Keywords Year 7

Subject	Keywords and Definitions
Art	Font: A specific style of letters (like Arial or Comic Sans). Sans serif: Letters without decorative feet; clean and simple. Script: Letters that look like handwriting or cursive. Baseline: The invisible line letters sit on. Ascender: The tall part of letters like b or h. Descender: The part that hangs below, like g or y. Stroke: The lines that make up a letter. Counter: The empty space inside letters like o or a. Shadowing: Adding a drop shadow to make letters pop. Decorative lettering: Adding swirls, dots, shapes, or textures.
Computing	Algorithm: A precise, step-by-step set of instructions used to solve a problem or complete a task. Decomposition: The process of breaking a complex problem down into smaller, more manageable parts. Sequence: Running instructions in order, one after another, from top to bottom. Variable: A named storage location in a computer's memory used to hold a value that can change while the program is running. Hardware: The physical, tangible components of a computer system that you can touch (e.g. CPU, keyboard, hard drive). Software: The programs, applications, and operating systems that run on a computer and tell the hardware what to do. Input Device: A piece of hardware used to send data and control signals into a computer (e.g. mouse, keyboard, microphone). Output Device: A piece of hardware that receives data from a computer and presents it to the user (e.g. monitor, speaker, printer). Binary: A base-2 number system used by computers that consists of only two digits: 0 and 1. Network: A collection of computers and devices connected to share resources, data, and communication.
Dance	Actions: The movements within a dance. Space: The area that we dance in. Dynamics: How movements are performed. Relationships: Who is performing the movement. Timing: When the movements happen. Formations: Where the dancers are placed on the stage. Choreographic devices: Different ways to develop the dance. Unison: All movements at the same time.

	Canon: Same move one after the other. Question and Answer: One action followed by their partner do a different action back to them.
Drama	Freeze Frame: A drama technique where performers create a still image to show a moment, idea, or scene. Thought Track: A drama technique where characters speak their thoughts aloud while in a freeze frame. Role Play: Acting out a character or situation to explore ideas, feelings, or events. Characterisation: The way an actor creates and develops a character using voice, movement, facial expressions, and actions. Devising: Creating an original performance through group discussion, improvisation, and rehearsal rather than using a script. Stimulus: A starting point or source of inspiration for creating drama, such as a picture, story, poem, object, or piece of music. Performance: The presentation of a drama piece to an audience. Evaluate: To think about and discuss what went well and what could be improved in a performance. Angel & Devil: A drama technique where two characters represent different choices or opinions, often giving advice to another character. One may encourage good decisions while the other encourages bad ones. Narration (Direct Address): When a performer speaks directly to the audience to explain events, thoughts, or information.
English	Detective: A person who helps to solve a mystery/crime. Inference: Making a guess and reading between the lines. Deduction: Coming to a conclusion about something using clues. Sleuth: A person who investigates a crime - a detective. Analysis: To examine words/ phrases closely and in detail. Mystery: Something that needs to be solved. Quotation: An example from a text. Suspense: Feeling uncertain and anxious that something could happen. Protagonist: The main character or hero. Antagonist: The villain or character who works against.
French	Bonjour: good day/hello Salut!: hi Comment tu t'appelles?: what is your name. Je m'appelle: my name is... Comment ça va?: Ça va? - how are you? Ça va très bien: I am very well. Pas mal merci: not bad, thank you. Ça ne va pas: not good

	Et toi?: and you? Aurevoir/à plus!: good bye/ see you later!
Geography	Geography: The study of the Earth, places, and how people interact with their environment. Physical Geography: The study of the Earth's natural features, such as landforms. Human Geography: The study of people, including populations and migration. Environmental Geography: The study of how people and the natural environment affect each other. Latitude: Imaginary lines that circle the Earth east to west and show how far north or south a place is from the Equator. Longitude: Imaginary lines that run from the North Pole to the South Pole and show how far east or west a place is from the Prime Meridian. Contour Lines: Lines on a map that connect places of the same height above sea level. Map Scale: A measure that shows how distances on a map compare to real distances on the ground. Grid Reference: A way of finding a location on a map using numbered horizontal and vertical lines. Geographic Information System (GIS): A computer system that collects, stores, and analyses geographical data to create digital maps.
History	Conquest: When one country or group takes control of another by force. Normans: People from Normandy (in modern-day France) who followed William. Anglo-Saxons: The people who lived in England before the Normans arrived. Claim: A statement saying someone has the right to something. Succession: The process of becoming the next ruler. Shield Wall: A defensive formation where soldiers hold shields close together. Cavalry: Soldiers who fight on horseback. Infantry: Foot soldiers (soldiers who fight on foot). Bayeux Tapestry: A long embroidered cloth showing the events of the Battle of Hastings. Feigned Retreat: A trick where soldiers pretend to run away to lure the enemy out.
Maths	<u>Sequences</u> Sequence: list of items in a given order, usually following a rule. Term: number/object that relates to a specific position in a sequence. Position: where a number or diagram is located in a sequence. Rule: description to generate terms in a sequence.

	Previous term: term immediately before a given term. Next term: term immediately after a given term. <u>Sequences Extension</u> Term: number/object that relates to a specific position in a sequence. Term-to-term rule: rule that describes how to get from one term of a sequence to the next. Common difference: constant value that is added to or subtracted from each term to get the next term of a sequence. Linear sequence: sequence with a common difference between consecutive terms. Non-linear sequence: sequence with no common difference between consecutive terms. Fibonacci sequence: sequence where the next term is found by adding the previous two terms together.
Music	Homophonic: melody and accompaniment Choir: collection of vocal performers Solo: an individual singing or playing a melody line Ensemble: a group of musicians performing at the same time Tempo: speed Dynamics: quantity of sound
PD (Personal Development)	Diversity: Including many different types of people or things Anxiety: An uncomfortable feeling of nervousness Independence: Freedom to make your own decisions Reliable: Working well. Curious: Interested in learning about the things around you. Polite: Behaving in a respectful way. Celebrations: A special event where something important happens. Research: Detailed study of a subject. Questionnaire: Questions which collect specific information. Characteristics: noticeable quality in someone or something
PE	<u>Team Building Skills:</u> Communication: Sharing information clearly with teammates (talking, listening, using signals). Cohesion: How well a team works together as one unit. Teamwork: Cooperating with others to achieve a shared goal. Leadership: Guiding and motivating others to perform well. Problem Solving: Finding solutions to challenges during activities or games. <u>Invasion Games:</u> Attacking: Trying to score points or goals.

	Defending: Preventing the opposition from scoring. Possession (In/Out): In possession = your team has the ball; Out of possession = the other team has the ball. Spacing: Spreading out to create room and passing options. Movement: Moving into space to support play or create opportunities
Religious Education	Omnipotent: All-powerful, having unlimited power Omnibenevolent: Completely good Omniscient: Knowing and having awareness of everything Atheist: Someone who doesn't believe in any gods Agnostic: Someone who believes that it is impossible to know if gods exist Humanist: A person who believes in the importance of human values and that humans should solve problems by being sensible and kind Sacrament: This is a sacred action or ritual done through a Christian's passage of life to help them achieve God's grace (love) eg baptism, marriage Reincarnation: Being reborn after death into another body/being Ritual: A set of actions done in a special way, often religious or spiritual Enlightenment: A deep understanding or awakening, often a goal in religions
Science	<u>Introduction to Science:</u> Hazard: Something that can hurt you, make you ill, or damage things or nature. Risk: How likely it is that the hazard will cause harm. Science Investigation: Asking a science question and doing an experiment to find the answer. Hypothesis: A sensible guess about what you think will happen. Dependent variable: What you measure in the experiment. Independent variable: What you change in the experiment Control variable: Things you keep the same to make your experiment a fair test Apparatus: The equipment used in an experiment, like test tubes Balance: Used to measure how heavy something is (mass) Measuring Cylinder: Used to measure a volume of liquid <u>Particles and Separation Techniques:</u> Change of state: When something changes form, like solid to liquid or liquid to gas. Pure: Made of only one thing, with nothing else mixed in. Mixture: Two or more things put together but not joined. Soluble: Can dissolve in a liquid (can mix in). Insoluble: Cannot dissolve in a liquid.

	Solution: A clear liquid made when something dissolves in it. Particles: Tiny pieces that everything is made from. Solvent: The liquid that does the dissolving (like water). Solute: The solid (or gas) that dissolves in the liquid.
Technology – Textiles	Appliqué: Sewing small pieces of fabric onto bigger pieces of fabric to make a pattern or a design Embroidery: Decorative stitching that is supposed to be visible Pattern Pieces: Templates made in paper to be pinned to the fabric to make sure shapes are cut accurately. Felt: A fabric made from little fibres with hooks Annotation: Labels with explanations
Technology – Product Design	Render: The process of drawing with colour, shading, and texturing of an image to make it look realistic. Annotation: Descriptive labels around a design or picture to help people understand the design. Analysis: The process of breaking down a design into smaller parts in order to gain a better understanding of it. Primary research: Conducted by the designer personally, interacting with their clients by forms of questionnaires, interviews and consumer feedback groups. (face-to-face methods) Secondary research: Information that has already been recorded -books, internet and data information. Iterative design: The process of continually making adjustments to improve the design. One point perspective: a drawing technique that uses a single vanishing point on the horizon line to create the illusion of depth and three – dimensional space on a flat surface.
Technology – Food	Chop: To cut food into small pieces. Dice: To cut into small even cubes. Slice: To cut into thin pieces. Grate: To shred food into small pieces using a grater. Peel: To remove the outer skin of fruit or vegetables. Mix: To combine ingredients together. Whisk: To beat ingredients to incorporate air.